

APPARATUS AND METHODS FOR CONTINUOUS GAME PLAY DURING A LOCKUP IN A GAMING APPARATUS

Abstract of the Disclosure

5 A gaming apparatus may comprise a display unit, a value input device, and a controller operatively coupled to the display unit and the value input device. The controller may comprise a processor and a memory, and may be programmed to cause the display unit to generate a first game display relating to a first game type; to receive wager data representing a first wager on the first game type; to determine a first value payout associated with an outcome of the first game type; to prevent a
10 second wager on the first game type if the controller determined a nonzero value payout associated with an outcome of the first game type; to cause the display unit to generate a second game display relating to a second game type if the controller determined a nonzero value payout associated with an outcome of the first game type; to determine a second value payout associated with an outcome of the second game
15 type; to receive reset data representing a reset signal; and to receive wager data representing the second wager on the first game type if the controller received the reset data.